

USER'S MANUAL



T.M.



Covered by one or more U.S. PATENTS Nos. 6,165,069...6,270,404.

Other U.S. and foreign patents pending.

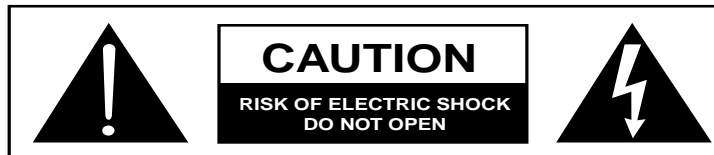
South African Patent #2001/2425.

Safety Instructions

1. Read these instructions prior to operation.
2. Keep these instructions.
3. Heed all warnings.
4. Follow all instructions.
5. Do not use this apparatus near water.
6. Clean only with a damp cloth.
7. Do not block any of the ventilation openings. Only install in accordance with the manufacturer's instructions.
8. Do not install near any heat sources such as radiators, heat registers, stoves or other apparatus (including amplifiers) that produce heat.
9. Do not defeat the safety purpose of the grounding-type plug, which has two blades with one wider than the other, and a grounding-type prong. The third prong is provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.
10. Protect the power cord from being walked on or pinched, particularly at plugs, convenience receptacles and the point where exiting the apparatus.
11. A surge suppressor may be needed to clean up the power for the DCS system. Failure to provide reasonably clean power to the system will void any warranty from the factory.
12. Only use attachments or accessories specified by the manufacturer.
13. Use only with table specified by manufacturer or sold with apparatus.
14. Unplug this apparatus during lightning storms or when unused for long periods of time.
15. Refer all servicing to qualified personnel. Servicing is required when the apparatus has been damaged in any way, such as: damage to cord or plug, spilled liquid or fallen objects into apparatus, exposure to rain or moisture, does not operate normally or has been dropped.



**Read all instructions
prior to operation.**



To reduce risk of electric shock do not perform any servicing other than that contained in the operating instructions unless qualified to do so.

ATTENTION!

The electronic boards in this product contain electrostatic devices that are susceptible to electrostatic charges, which may effect the performance of the product if not handled correctly. When servicing the product, where the electronic boards are removed from the various assemblies for repair or upgrades, ensure

the service personnel use ESD compliant wrist or heel straps, which are adequately grounded.

Failure to comply with standard ESD procedures, which causes damage to the electronic assemblies, may void the product warranty.



Contents

Safety Instructions	2
Introduction	4
Tabletop diagram	5
Section 1: First Time Setup and Basic Operation	6
Powering Up the Game	7
Power Reset Indication	7
Placing Blackjack Bets	7
Starting a New Round	7
Shuffling.....	8
Cut Procedure	8
Forcing a Shuffle	8
Insurance Sequence	8
Deal Prompt	9
Active Player Prompt	9
Dealer Buttons	9
Backing Up	9
Player Surrender	10
Hand Outcome Borders.....	10
Section 2: Game Options	11
Accessing Game Options	11
Game Settings	11
Game Speed Settings.....	11
Adjust Sound Volume	12
Display Game Info	12
House Rules	12
History Records	12
Game Meters	13
Main Meters	13
Periodic Financial Bet Meters	13
Periodic Productivity Meters	13
Section 3: Rules Editor	14
Accessing the Rules Editor	14
Presentation Options	15
Dealer Play-out Mode	15
Suggested Play Display	15
Calibrate Sensors	15
View Current Rules Table	16
Edit Payout Multipliers	16
Inspect History Records	17
Section 4: Definitions of House Rules	18
Section 5: Edit Rules Table	20
Section 6: Recovery from Power Failure	21
Appendix	22
Status Messages	22
Fatal Error Indicators	22
Quick Reference Guides	23
At-A-Glance	23
Basic Operations	25
Surveillance	27
Notes	29

I

Introduction

Advanced digital technology and state-of-the-art electronics have come together to create innovative table games. These casino games are played traditionally, but utilize digital cards delivered by the DCS™ Digital Card Delivery System.

HOW TO USE THIS MANUAL

See the Service Manual to set up the DCS system for first-time use. This User's Manual contains the following information:

Section 1 covers the first time setup and basic operational features.

Section 2 explains the use of Game Options and provides instructions on how to edit game settings.

Section 3 describes rules of the system and how to access major features.

Section 4 provides detailed rule definitions.

Section 5 details how to edit rules of play.

Section 6 details instructions in the event of a power recovery.

Appendix A lists status and error messages.

A selection of quick reference guides are available at the end of this book.

WARNINGS, NOTES AND TIPS



Warnings describe procedures that are to be followed for your system to operate properly.



Notes contain important information about procedures.

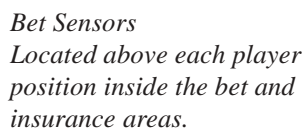


Tips contain helpful hints for ease of operation.

OBJECT OF THE GAME

Players bet against the dealer, with the hand closest to 21 winning.

Tabletop Diagram



1



Note:

A Fixed Bet Table cannot be changed to a Variable Bet Table without clearing game memory.



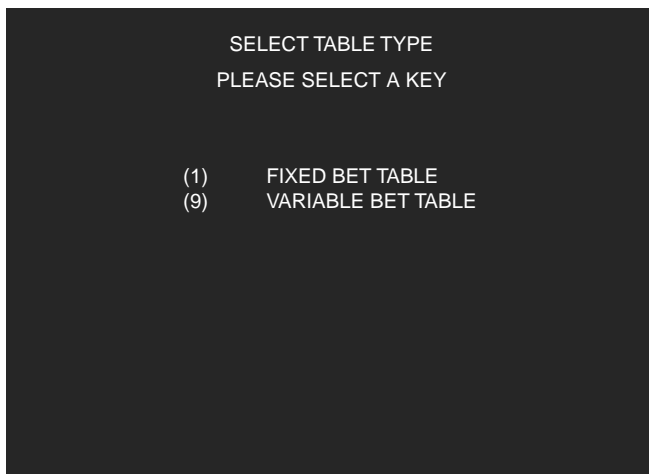
Note:

Game memory can only be cleared by a service technician.

First Time Setup

Digital 21 offers a new option during initial setup. Casinos may now choose to assign fixed bets or allow variable bets.

- 1) Open Rules Door and connect keyboard.
- 2) Press the power switch to the ON (-) position.
- 3) Notice several messages displayed on the status line at the bottom of the dealer display (see Appendix, page 22).
- 4) Press DEAL to initialize. (Prompt will appear on the status line of the dealer display.)
- 5) Press any key on the keyboard when "Press Any Key to Proceed" appears on the status line.
- 6) Select Table type:
 - Fixed Bet
 - Variable Bet



NOTE: Selecting a Variable Bet Table will direct the system to skip all financial menus and go to the "Calibrate Sensors" sequence.

- 7) Select Multipliers:
 - Units Per Bet
 - Blackjack Multiplier:
 - 1 to 1
 - 2 to 1
 - 3 to 2
 - Insurance Multiplier:
 - 1 to 1
 - 1 to 2
- 8) Calibrate Sensors. System will automatically enter the Sensor Calibration sequence upon completion of Table Type setup. See Service manual for detailed instructions.

Basic Operation



Warning:
Both doors must be closed to operate the game.

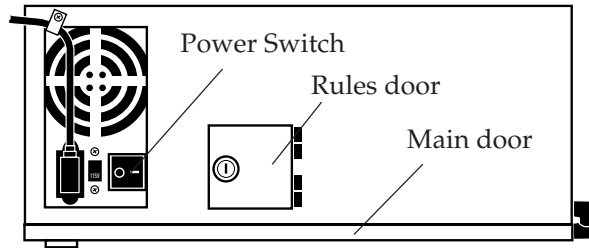


Note:
To resume play after a power disruption, please see [Recovery from Power Failure](#), Section 6, page 21.

Powering up the Game

All power is controlled by the power switch located to the right of the power cord and voltage selector switch.

- 1) Press the power switch to the ON (-) position.
- 2) Notice several messages displayed on the status line at the bottom of the dealer display (see Appendix, page 22).
- 3) Review for any power-up exceptions appearing on the status line of the dealer display.
- 4) Confirm the Main door and the Rules door are closed.



Power Reset Indication

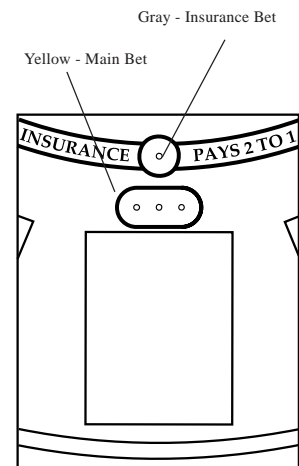
Whenever power is interrupted, the text message “Power Reset” will be displayed on the status line of the dealer screen.

- The message remains visible through a complete round when power is interrupted between rounds.
- The message remains visible through the remainder of an interrupted round AND through a complete round if power is interrupted during a round.

Placing Blackjack Bets

Two types of bets may be placed on the Digital 21 unit:

- Main bets are placed in the yellow oblong circle.
- Insurance bets are placed in the gray circle.
- Double and Split bets are placed at the casino’s discretion.



Starting a New Round

All bets must be placed inside the marked betting areas for the sensors to work properly.

- 1) Place bet in Main bet circle.
- 2) Press DEAL to start the round.
- 3) Cards are dealt to all active players and the dealer.

Shuffling

An automatic shuffle will occur upon start up and at the end of the round when the cut card appears, which reads "Shuffle Pending", as well as after every round if the "Shuffle After Every Round" option is selected by the casino (see Definitions of Rules, Section 4, page 18). A shuffle will also occur after any access door is opened and closed.

Cut Procedure

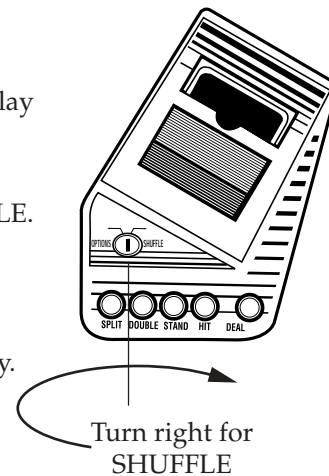
The shoe displays card edges with a red cut card line slowly moving through the shuffled deck(s), from the top to the bottom.

- 1) Request a player to say "Cut".
- 2) Press DEAL to cut the cards.
- 3) The cut is displayed by the two halves switching places. The second cut card appears as a red line at the pre-set penetration mark. Any burn cards are now automatically burned and the game is ready to play.

Forcing a Shuffle

Reshuffle within a round of play or between rounds.

- 1) Insert key in the key lock and toggle right to SHUFFLE.
- 2) Press STAND to shuffle.
- 3) Press DEAL to end the shuffle sequence.
- 4) Press DEAL to resume play.



Insurance Sequence

Initiates when the dealer's up card is an ACE.

- 1) "Insurance?" will appear on each player's display.
- 2) Insurance bets are placed within the Insurance bet circle.
- 3) Press the DEAL button to peek.
- 4) Outcome:
 - Dealer Blackjack will end the round and the corresponding outcome borders will be displayed (see Hand Outcome Borders, page 10). The message "Insurance Pays" is displayed at each player position that placed an insurance bet.
 - "No Blackjack" will appear on the dealer display momentarily. The dealer must remove all insurance bets for play to resume.



Note:
Game play will not resume until after all insurance bets are removed from the insurance bet circles.



You can split up to four times. See Rules Editor, Section 5, page 20.



*Note:
Backup is only available during a round of play.*



Deal Prompt

A yellow prompt will appear in the lower left corner of the dealer display any time the dealer is required to press DEAL.



Active Player Prompt

A green prompt will appear in the upper right corner of the active player's display.

- After first two cards are dealt.
- After any insurance situation is resolved.
- Prompt will move from player to player as the round progresses, skipping any player with Blackjack.

Dealer Buttons

The dealer controls the entire game with five buttons:

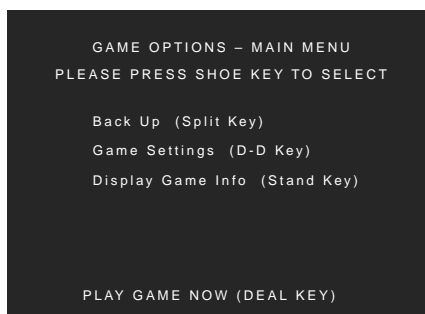
- DEAL to deliver the first two cards to the active players and dealer. It is also a key button for other game functions.
- HIT to deliver one additional card and a new hand total.
- STAND to advance to the next player.
- DOUBLE to deliver one card and advance to the next player.
- SPLIT to separate each card into it's own hand and deliver one card to the first hand.



Backing Up

A misdeal can be reversed by using the back-up feature.

- 1) Insert key in the key lock and toggle left to OPTIONS.
- 2) Observe "Game Options - Main Menu" on dealer's display.
- 3) Press SPLIT to backup.
 - Any decision, except surrender, may be reversed.
 - Backup will reverse one decision only per hand.
 - You cannot backup to a player showing a count of 21.
 - Backup will skip over any player with a Blackjack.





*Note:
Player Surrender
is irreversible.*

Player Surrender

To surrender a player:

- 1) Remove the player's bet from the Main Bet area.
- 2) Press DEAL to complete the surrender.
- 3) Player's cards remain displayed and a white dotted border with "SURRENDERED" appear.
- 4) The Active Player prompt automatically advances to the next player.

Hand Outcome Borders

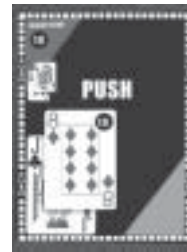
At the end of the round, when the outcome is determined, a border will appear on each active player display.



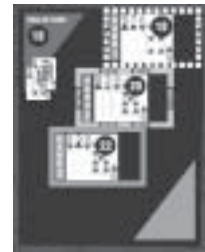
*WINNER
broken green
border*



*NO WIN
solid red
border*



*PUSH
dashed yellow
border*



*SPLIT BORDER
same as regular
borders*



*SURRENDER
dotted white
border*



*BUST
solid red
border*



*BLACKJACK
multicolored
border*

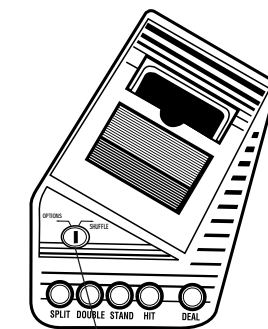
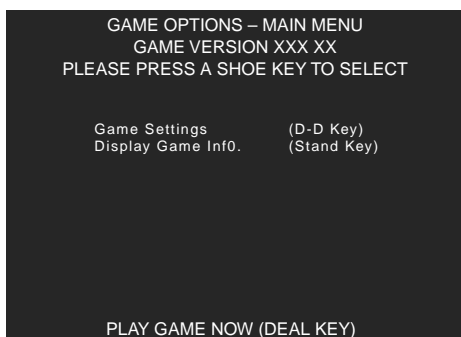
2

Game Options

ACCESSING GAME OPTIONS

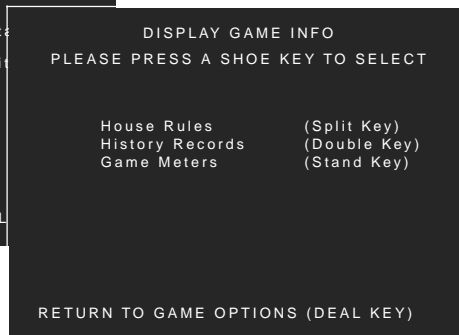
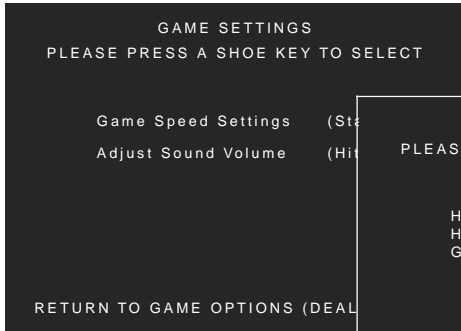
“Game Options” may be accessed between rounds to edit game settings or to display game information.

- 1) Insert key in key lock and toggle left to OPTIONS.
- 2) Observe “Game Options - Main Menu” on dealer’s display.



Toggle left for
Game Options

- 3) Choose from the following submenus:
 - DOUBLE “Game Settings”
 - STAND “Display Game Info”
- 4) Press DEAL to exit menu.



GAME SETTINGS

Game Speed Settings

Four speeds are available: 1 (slowest) through 4 (fastest) speed.

- 1) Insert key in key lock and toggle left to OPTIONS.
- 2) Press DOUBLE for “Game Settings”.
- 3) Press STAND for “Game Speed Settings”.
- 4) Press the corresponding shoe button to select a speed.
- 5) Press DEAL to exit menu.

Note:
The house rules cannot be altered or affected in any manner from this screen.

Note:
The last round played appears on the game history menu when first displayed, and is designated as Round 1.

Tip
Follow instructions at bottom of the screen to scroll through hands and rounds.

Adjust Sound Volume

A range of 0 to 5 is available.

- 1) Insert key in key lock and toggle left to OPTIONS.
- 2) Press DOUBLE for "Game Settings".
- 3) Press HIT for "Adjust Sound Volume".
- 4) Press the corresponding number to select the volume level.
- 5) Press DEAL to exit menu.

DISPLAY GAME INFO.

House Rules

Current setting of rules.

- 1) Insert key in key lock and toggle left to OPTIONS.
- 2) Press STAND for "Display Game Info".
- 3) Press SPLIT for "House Rules".
- 4) Press HIT to view the second page.
- 5) Press STAND to return to the first page.
- 6) Press DEAL to exit menu.

CURRENT RULES TABLE		
RULE NAME	PRESET VALUE	CUSTOM VALUE
Splits Allowed	3	3
Face Card Pairs	All Face =10	All Face =10
Dbl-Down: Splits	No	No
Split 10 Pairs	No	No
Split Ace Pairs	One Card After Split	One Card After Split
Number of Decks	6	6
Shuffle Mode	Traditional	Traditional
Dealer Soft 17	Stand	Stand
Double Down	Any 2 Card Hand	
Penetration Mark	75%	
Hole Card	Second	

Based On: VEGAS STRIP RULES
Version: 002

CURRENT RULES TABLE		
RULE NAME	PRESET VALUE	CUSTOM VALUE
Surrender	Yes	Yes
Cards to Burn	0	0
Double-Down Face Up?	No	Yes

Based On: VEGAS STRIP RULES
Version: 002

Previous page: STAND
Pages: 2 of 2
Main Menu: DEAL

History Records

The last ten rounds of game history are stored in game memory.

- 1) Insert key in key lock and toggle left to OPTIONS.
- 2) Press STAND for "Display Game Info".
- 3) Press DOUBLE for "Game History Records".
- 4) Press DEAL to exit menu.

PLAYER GAME HISTORY	
NUMBER OF HANDS PLAYED: 5	
NUMBER OF WINNING HANDS: 0	
NUMBER OF LOSING HANDS: 4	
NUMBER OF PUSH HANDS: 1	
NUMBER OF BLACKJACKS: 0	Number of Surrendered Players: 0
DEALER:	
PLAYER: 1	ACTIVE:
PLAYER: 2	HAND: 1 = AC AS QS KS =20
PLAYER: 3	
PLAYER: 4	
PLAYER: 5	
PLAYER: 6	
	C-CLUB D-DIAMOND H-HEART S-SPADE

DATE: FRI JUN 20 17:33:26 1997

Previous Player: SPLIT
Next Player: DOUBLE DOWN

Previous Round: STAND
Next Round: HIT
Round: 1
Main Menu: DEAL



Note:
Game memory can only be cleared by a service technician.



Note:
All Statistics listed in the Main Meters menu cannot be erased.

Game Meters

Statistical data of previously played hands is maintained continuously until game memory is cleared.

- 1) Insert key in key lock and toggle left to OPTIONS.
- 2) Press STAND for "Display Game Info".
- 3) Press STAND to display "Game Meters".
- 4) Choose from the following three submenus:
 - SPLIT Main Meters
 - D-D Periodic Financial Bet Meters
 - STAND Periodic Productivity Meters

Main Meters

Complete game history of all rounds played.

- 1) Press SPLIT to view.
- 2) Press DEAL to exit menu.

GAME METERS PAGE 1 GAME VERSION: 030	
SYSTEM LOG	
TOTAL NUMBER OF ROUNDS PLAYED SINCE LAST POWER ON	0
TOTAL NUMBER OF ROUNDS PLAYED SINCE LAST DOOR CLOSED	2
GAME LOG	
TOTAL NUMBER OF HANDS PLAYED	401
TOTAL NUMBER OF WINNERS	136
TOTAL NUMBER OF DOUBLE DOWN WINNERS	
TOTAL NUMBER OF PLAYER BLACKJACK WINNERS	
TOTAL NUMBER OF LOSERS	173
TOTAL NUMBER OF DEALER BLACKJACKS	
TOTAL NUMBER OF DOUBLE DOWN LOSERS	
TOTAL NUMBER OF PUSHES	24
TOTAL NUMBER OF DOUBLE DOWN PUSHES	
TOTAL NUMBER OF PLAYER BLACKJACK PUSHES	
TOTAL NUMBER OF DEALER BLACKJACKS	3
TOTAL NUMBER OF SURRENDERED PLAYERS	0
TOTAL NUMBER OF INSURANCE WINNERS	
TOTAL NUMBER OF INSURANCE LOSERS	
MONEY LOG	
TOTAL PLAYER PAYOUT (UNITS)	9
TOTAL TABLE WIN (UNITS)	-9
GOTO PAGE 2 (HIT KEY) RETURN TO GAME METERS MENU (DEAL KEY)	

Periodic Financial Meters

Complete financial history, for a fixed bet table, since the last time the periodic meters were cleared.

- 1) Press DOUBLE to view.
- 2) Press DEAL to exit menu.

Periodic Productivity Meters

Complete game history since the last time the periodic meters were cleared.

- 1) Press STAND to view.
- 2) Press SPLIT to clear this meter.
- 5) Press DEAL to exit menu.

PERIODIC PRODUCTIVITY METERS PAGE 1 GAME VERSION: 030	
GAME LOG	
TOTAL NUMBER OF HANDS PLAYED	401
TOTAL NUMBER OF WINNERS	136
TOTAL NUMBER OF DOUBLE DOWN WINNERS	
TOTAL NUMBER OF PLAYER BLACKJACK WINNERS	
TOTAL NUMBER OF LOSERS	173
TOTAL NUMBER OF DEALER BLACKJACKS	
TOTAL NUMBER OF DOUBLE DOWN LOSERS	
TOTAL NUMBER OF PUSHES	24
TOTAL NUMBER OF DOUBLE DOWN PUSHES	
TOTAL NUMBER OF PLAYER BLACKJACK PUSHES	
TOTAL NUMBER OF DEALER BLACKJACKS	3
TOTAL NUMBER OF SURRENDERED PLAYERS	0
TOTAL NUMBER OF INSURANCE WINNERS	
TOTAL NUMBER OF INSURANCE LOSERS	
MONEY LOG	
TOTAL PLAYER PAYOUT (UNITS)	9
TOTAL TABLE WIN (UNITS)	-9
GOTO PAGE 2 (HIT KEY) RETURN TO GAME METERS MENU (DEAL KEY)	

PERIODIC FINANCIAL BET METERS PAGE 1 GAME VERSION: 030	
GAME LOG	
TOTAL NUMBER OF HANDS PLAYED	401
TOTAL NUMBER OF WINNERS	136
TOTAL NUMBER OF DOUBLE DOWN WINNERS	
TOTAL NUMBER OF PLAYER BLACKJACK WINNERS	
TOTAL NUMBER OF LOSERS	173
TOTAL NUMBER OF DEALER BLACKJACKS	
TOTAL NUMBER OF DOUBLE DOWN LOSERS	
TOTAL NUMBER OF PUSHES	24
TOTAL NUMBER OF DOUBLE DOWN PUSHES	
TOTAL NUMBER OF PLAYER BLACKJACK PUSHES	
TOTAL NUMBER OF DEALER BLACKJACKS	3
TOTAL NUMBER OF SURRENDERED PLAYERS	0
TOTAL NUMBER OF INSURANCE WINNERS	
TOTAL NUMBER OF INSURANCE LOSERS	
MONEY MULTIPLIER LOG	
UNITS PER BET	5
BLACKJACK MULTIPLIER	2 TO 1
INSURANCE MULTIPLIER	1 TO 2
SURRENDER MULTIPLIER	1 TO 2
MONEY LOG	
TOTAL PLAYER PAYOUT (UNITS)	9
TOTAL TABLE WIN (UNITS)	-9
NOTE: This meter will be cleared if money multipliers are changed GOTO PAGE 2 (HIT KEY) RETURN TO GAME METERS MENU (DEAL KEY)	

3



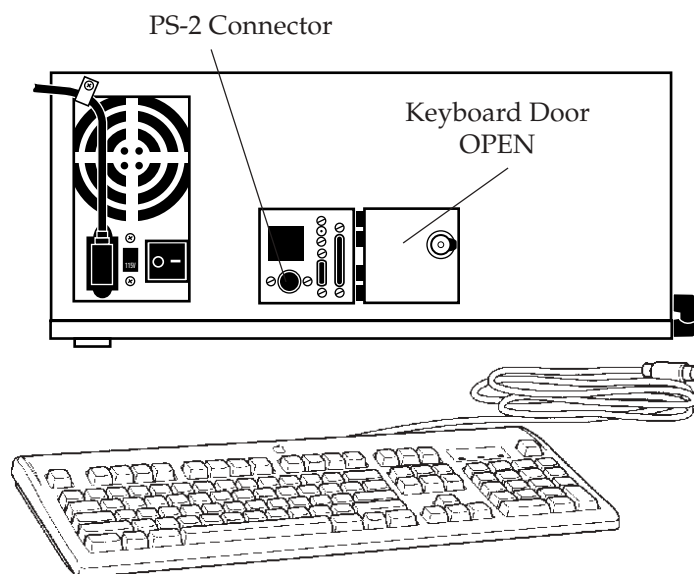
Warning:
The Rules door must be opened with a key and a PC-compatible keyboard with a PS-2 connector used.

Rules Editor

ACCESSING THE RULES EDITOR

The Rules Editor may be accessed during power up of the DCS unit or at the beginning of each round, prior to any cards being dealt.

- 1) Insert key into Rules door key lock and turn.
- 2) Open Rules door and connect keyboard.



- 3) Observe the “Rules Editor - Main Menu” on dealer’s display.
- 4) Choose from the following submenus:
 - 1 Presentation Options
 - 2 View Current Rules Table
 - 3 Edit Rules Table
 - 4 Edit Payout Multipliers
 - 5 Inspect Game History Records
- 5) Press ESC (Escape) to exit menu.

```

RULES EDITOR – MAIN MENU
PLEASE TYPE A NUMBER TO SELECT

(1) Presentation Options
(2) View Current Rules
(3) Edit Rules Table
(4) Edit Payout Multipliers
(5) Inspect Game History Records
(ESC) PLAY GAME NOW

```

PRESENTATION OPTIONS



Dealer Play-out Mode

Determines how the dealer's hand is played out.

- 1) Type the desired number and press ENTER to select:
 - 1 Deal cards automatically.
 - 2 Deal cards manually. This selection requires the dealer to press HIT to deliver cards.
- 2) Press ESC to exit menu.

Suggested Play Display

Suggested strategy to Hit, Stand, Double and Split.

- 1) Type the desired number and press ENTER to select:
 - 1 Turn on "Suggested Play".
 - 2 Turn off the "Suggested Play" feature.
- 2) Press ESC to exit menu.

Calibrate Sensors

Game initialization requires sensors to be calibrated to existing light level in order to operate properly. Calibration should occur with the casino's lightest colored playing chips to insure optimum calibration. Please see the Service Manual for detailed instructions.

Note:
Suggested Play will be displayed on the active player display only.




Note:
Changing multipliers
will zero out the
periodic bet meter.

VIEW CURRENT RULES TABLE

View a complete list of current, active rules. See Game Options, Section 2, page 12 to see an example of the menu.

EDIT RULES TABLE

See Section 5, page 20 for details.

EDIT PAYOUT MULTIPLIERS

Once a table is established as a Fixed-bet table, the bet units and payout multipliers can be edited.

- 1) Type the desired number and press ENTER to edit:
 - 1 Edit the number of Units per Bet.
 - 2 Edit the Blackjack Payout Multiplier.
 - 3 Edit the Insurance Multiplier.
 - 4 Edit the Surrender Multiplier.
- 2) Press ENTER to save and exit menu.

MONEY MULTIPLIERS TO MODIFY, SELECT A KEY

- | | |
|-----|-----------------------|
| (1) | Units Per Bet: |
| (2) | Blackjack Multiplier: |
| (3) | Insurance Multiplier: |
| (4) | Surrender Multiplier: |

NOTE: Changing multipliers will zero out periodic bet meter.
(ENTER) SAVE CHANGES - RETURN TO PREVIOUS MENU
(ESC) CANCEL CHANGES - RETURN TO PREVIOUS MENU

CHANGE FIXED UNITS PER BET TO MODIFY, TYPE IN NEW VALUE

Current Value:
New Setting:

(ENTER) SAVE CHANGES - RETURN TO PREVIOUS MENU
(ESC) CANCEL CHANGES - RETURN TO PREVIOUS MENU

CHANGE BLACKJACK MULTIPLIER
TO MODIFY, SELECT A KEY

ALLOWED SELECTIONS:

- (1) 1 TO 1
- (2) 2 TO 1
- (3) 3 TO 2

Current Value:

New Setting:

(ENTER) SAVE CHANGES - RETURN TO PREVIOUS MENU
(ESC) CANCEL CHANGES - RETURN TO PREVIOUS MENU

CHANGE INSURANCE MULTIPLIER
TO MODIFY, SELECT A KEY

ALLOWED SELECTIONS:

- (1) 1 TO 1
- (5) 1 TO 2

Current Value:

New Setting:

(ENTER) SAVE CHANGES - RETURN TO PREVIOUS MENU
(ESC) CANCEL CHANGES - RETURN TO PREVIOUS MENU

INSPECT HISTORY RECORDS

View a complete game history of the last ten rounds played. See Game Options, Section 2, page 12 to see an example of the menu.

4



*Note:
A maximum of four
hands are available.*

Definitions of House Rules

NUMBER OF SPLITS ALLOWED

Set the number of splits permitted.

- 1) Type the desired number and press ENTER to select:
 - Options: 0 to 3

FACE CARD PAIRS

Determine how a pair of 10-value cards is interpreted.

- 1) Type the desired number and press ENTER to select:
 - 1 Loose, All Faces = 10
 - 2 Strict, Like Faces Only

DOUBLE DOWN ON SPLITS

Allow a double down on a split hand.

- 1) Type the desired number and press ENTER to select:
 - 1 No
 - 2 Yes

SPLIT 10 PAIRS

Set the option of splitting a pair of tens.

- 1) Type the desired number and press ENTER to select:
 - 1 No
 - 2 Yes

SPLIT ACE PLAY

Set the splitting aces option.

- 1) Type the desired number and press ENTER to select:
 - 1 Split Only Once: receive one additional card.
 - 2 Multiple Splits: play out the hand(s).

NUMBER OF DECKS

The quantity of decks used in play.

- 1) Type the desired number and press ENTER to select:
 - Options: 1-12 decks

SHUFFLE MODE

Set the type of shuffle.

- 1) Type the desired number and press ENTER to select:
 - 1 Traditional:
Deals cards sequentially from the shoe. The shoe is not reshuffled until penetration mark is reached.
 - 2 Random Balance:
Deals cards randomly from a shuffled shoe.
 - 3 Shuffle Every Round:
Deals cards sequentially from a newly shuffled shoe each round.



Note:
A red line on the shoe display show the second cut card at the set penetration mark.



Note:
If the Double down card is dealt face down and causes the hand to bust, the card will be flipped over and "BUST" will display immediately.

DEALER SOFT 17

Determine if the dealer must stand or hit on a soft 17.

- 1) Type the desired number and press ENTER to select:
 - 1 Stand
 - 2 Hit

DOUBLE DOWN

Restrict the double down option.

- 1) Type the desired number and press ENTER to select:
 - 1 Any 2 card Hands
 - 2 Hard 2-card hand: neither card is an ACE
 - 3 9, 10, 11 Hands
 - 4 10, 11 Hands
 - 5 11 Hands Only

PENETRATION MARK

Placement of the second cut card.

- 1) Type the desired number and press ENTER to select:
 - 1 50%
 - 2 66%
 - 3 75%
 - 4 85%

DEALER'S HOLE CARD

Determine when the dealer's hole card appears.

- 1) Type the desired number and press ENTER to select:
 - 1 First Card
 - 2 Second Card
 - 3 Both cards dealt face up
 - 4 Hole card dealt last (European)

SURRENDER

Allow a player surrender.

- 1) Type the desired number and press ENTER to select:
 - 1 No
 - 2 Yes

CARDS TO BURN

Number of cards to burn after each shuffle.

- 1) Type the desired number and press ENTER to select:
 - Options: 0 to 10 cards

DOUBLE DOWN FACE UP?

Determine how to deal the double down card.

- 1) Type the desired number and press ENTER to select:
 - 1 Face Down
 - 2 Face Up

5

Edit Rules Table

When the unit is initialized for the first time, the preset (default) values govern the rules of play. Rules may be customized according to casino requirements. Customized rules are stored in game memory and become the house rules upon exit.

- 1) Open the Rules door and connect keyboard.
- 2) Observe "Rules Editor - Main Menu" on the dealer display.
- 3) Press 3 to edit rules.

RULES TABLE		
RULE NAME	PRESET VALUE	CUSTOM VALUE
Number of Decks	6	6
Shuffle After Every Round	No	No
Penetration Percent	75%	75%
Burn Cards After Shuffle	0	0
Auto Deal After Shuffle	No	No
Dealer's Hole Card	Flip 1st Card After Deal	Flip 1st Card After Deal
Dealer Soft 17	Stand	Stand
Double Down	Any 2 Card Hands	Any 2 Card Hands
Double Down Card	Face Down	Face Down
Double Down on Splits	No	Yes
Number of Splits Allowed	3	3
Edit Table: F1		Next page: F5 Page 1 Main Menu: ESC

- 4) Press F1 to edit the rules.
- 5) Use the up/down arrows to highlight the rule to change.
- 6) Use the right arrow to select the options.
- 7) Type the rule choice number and press ENTER to accept.
- 8) Repeat the procedure for all changes.
- 9) Press F5 to advance to the next rules page.
- 10) Press F4 to return to the first rules page.
- 11) Press F2 to save all changes.
- 12) Press ESC to exit menu.
- 13) Disconnect keyboard and wait for message, "WARNING! RULES DOOR OPEN" before closing the rules door.



Instructions are listed along the bottom of the menu to assist in rules editing.

CURRENT RULES TABLE		
RULE NAME	PRESET VALUE	CUSTOM VALUE
Splits Allowed	3	3
Face Card Pairs	All Face =10	All Face =10
Dbl-Down: Splits	No	
Split 10 Pairs	No	
Split Ace Pairs	One Card After	
Number of Decks	6	
Shuffle Mode	Traditional	
Dealer Soft 17	Stand	
Double Down	Any 2 Card Hands	
Penetration Mark	75%	
Hole Card	Second	
Save Changes: F2 Edit current Rule: R1 Restore Presets: F3 Previous Rule: UP AR Next Rule: DOWN AR		

CURRENT RULES TABLE		
RULE NAME	PRESET VALUE	CUSTOM VALUE
Surrender	Yes	Yes
Cards to Burn	0	0
Double-Down Face Up?	No	Yes
Save Changes: F2 Edit current Rule: RIGHT ARROW Previous page: F4 Restore Presets: F3 Previous Rule: UP ARROW Page 2 Next Rule: DOWN ARROW Exit Edit Rules: ESC		

6



Note:
When power is re-
stored, the game will
automatically restart.

Recovery from Power Failure

After a new round has begun and up to the last card is played in that round, all details of the game are stored in game memory. A power failure will cause a reboot of the unit and the game will be restored to the point where power failure interrupted play. Nothing will be lost and the game may be resumed with all data intact. When the game powers up, it will recover from the power failure and preserve the rules set by the casino.

Power Reset

- 1) Observe the game initialization sequence appears on the dealer display.
- 2) Observe the messages that appear during initialization on the status line at the bottom of the dealer's display.
(See Appendix, page 22, for a list of messages.)
- 3) Observe the last messages that appear on the status line, ending with, "Initialization complete".
- 4) Observe that the game advances through the round to the point of power interruption.
- 5) Resume play.

Appendix

Status Messages

Initialization Messages

- Preparing game imaging system
- Loading game image nnn of nnn
- Dealer display initialized
- Player x display initialized
- Finished initialization of image system
- Loading opti931 drivers ...
- Loading sounds ...
- Finished preparing sound system
- Initialize comm. port 1
- Initialize comm. port 2
- Reading game data ... please wait
- Loading sensor calibration data
- Power reset [string indicating the jurisdiction, software label, software version]
- Initialization complete.

Game Messages:

- “Out of Cards” displays on the dealer display when there are not enough cards in the shoe to complete the round. All hands are completed with a PUSH and the game forces a shuffle.
- “Warning! Rules Door Open”
- “Warning! Main Door Open”



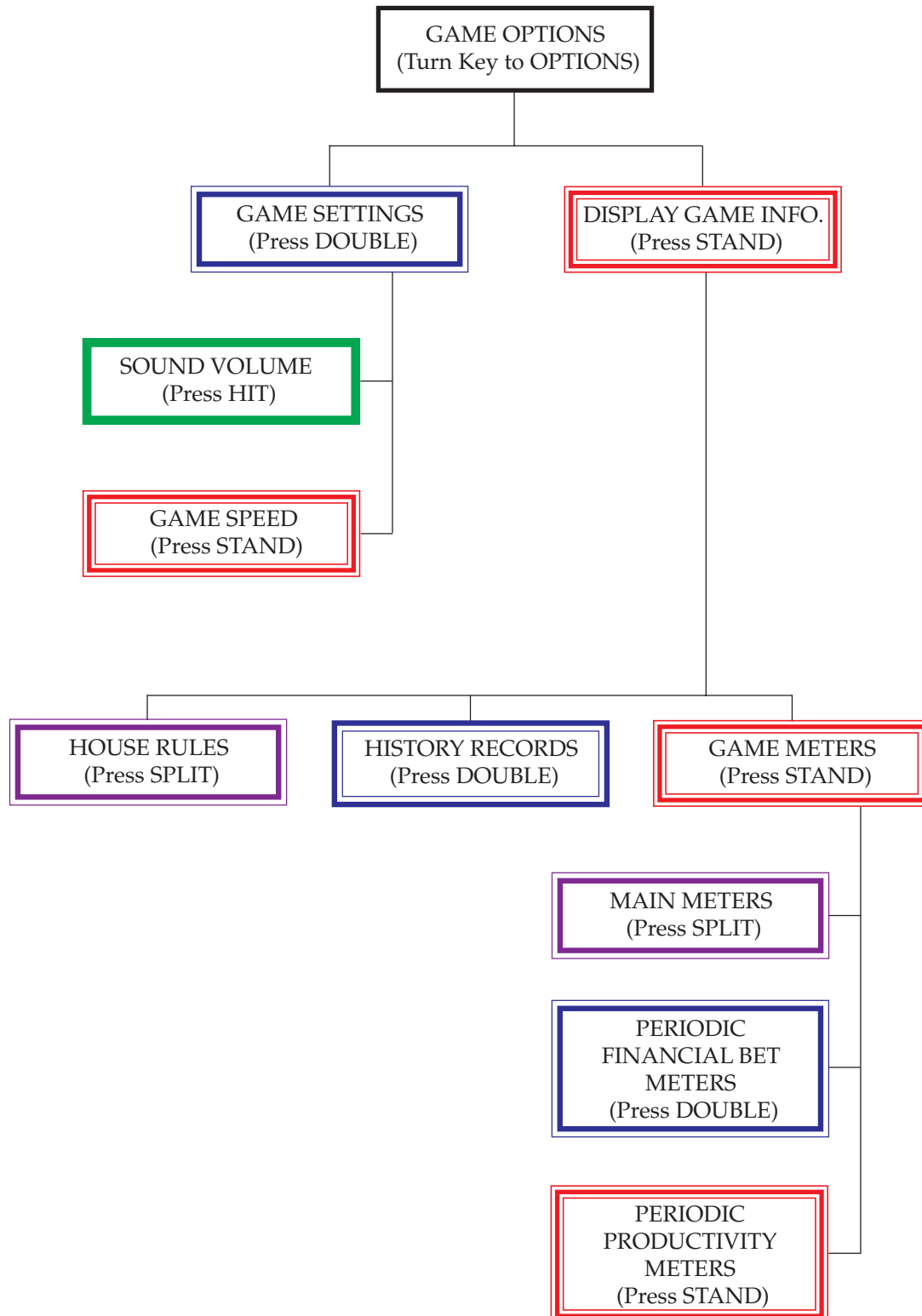
*Note:
Game play will not
resume if any doors
are open.*

Fatal Error Indicators

A class of fatal errors exist that will force the unit to exit the game and attempt to reboot. Such errors will likely be linked to hardware malfunctions, such as faulty memory or a bad game memory battery. When the fatal error occurs, a message will briefly appear on the dealer display and the computer will attempt to reboot itself. If the machine cannot recover from the error, it will make repeated attempts to reboot. If the unit is unable to reboot, a service technician should check the unit.



QUICK REFERENCE GUIDE AT-A-GLANCE





QUICK REFERENCE GUIDE AT-A-GLANCE

INSURANCE	Press the DEAL button to peek.
SURRENDER	Remove player's bet from the bet sensor and press the DEAL button.
CLEAR SCREENS	Press the DEAL button at the end of the round.
SHUFFLE / CUT	Press the DEAL button to shuffle after the cut card appears. Press the DEAL button to cut after shuffle is complete.
FORCING A SHUFFLE	Floor Supervisor: Insert key into shoe key lock. Toggle right to SHUFFLE . Confirm forced shuffle by pressing STAND . <div style="text-align: right;">(OPTIONS.....STAND)</div>
MISTAKES	Floor Supervisor: Insert key into shoe key lock. Toggle left to OPTIONS . Select "Back Up" by pressing SPLIT . <div style="text-align: right;">(OPTIONS.....SPLIT)</div>
DISCREPANCIES	Floor Supervisor: Insert key into shoe key lock. Toggle left to OPTIONS . Select "Display Game Info" by pressing STAND . Select "History Records" by pressing DOUBLE . Within "History Records" press DOUBLE to view the next hand. Press STAND to view the previous round. <div style="text-align: right;">(OPTIONS.....STAND.....DOUBLE)</div>



QUICK REFERENCE GUIDE

Basic Operations

Powering up the Game

Press the power switch, located on the CPU mounted under the table, to the ON (-) position. A text message will appear on the status line at the bottom of the dealer display instructing the operator to "Please press DEAL key to proceed with initialization."



Placing Bets and Starting a New Round

Main bets and double down bets are placed in the yellow oblong circle. Split bets are placed at the casino's discretion. Insurance bets are placed in the gray circle. Placing a bet activates the player's display, changing it from a logo screen to an active display. After the dealer confirms all bets have been placed properly, the dealer must press DEAL to deliver cards to all players and the dealer.

Shuffling

The shoe will require shuffling when the game is first powered up and at the end of any round when the cut card appears, which reads "Shuffle Pending." To initiate the shuffle press DEAL.

NOTE: All bets must be placed prior to initiating the shuffle. Please see User's Manual for additional shuffle features.



Game Options Key:
Right for "SHUFFLE"

Cut Procedure

The shoe displays card edges with a red cut card line slowly moving from top to bottom through the shuffled deck(s). The dealer will ask a player to say "Cut" at the place they would like the deck(s) cut. The dealer presses DEAL as the selected player announces "Cut." Any burn cards are now automatically burned and the game is ready to play.

Forcing a Shuffle

Insert the key in the shoe key lock and toggle right to SHUFFLE. The menu on the dealer's display will instruct the dealer to "Confirm a Forced Shuffle" by pressing STAND. The shoe's graphics will display the shuffle and the standard cut procedure will not be required.

Insurance Sequence

When the dealer's up card is an ACE, the insurance sequence is automatically initiated. The message "Insurance?" will appear on each player's display. After all insurance bets have been placed, the dealer presses DEAL to peek at the down card. If the dealer has a Blackjack, the game is immediately concluded. If the dealer holds no Blackjack, a message "No Black-jack" is seen on the dealer's display. All insurance bets are taken and the game resumes. The game will resume ONLY after all insurance bets have been removed from the insurance bet circle.





QUICK REFERENCE GUIDE

Basic Operations



Deal Prompt

Any time the dealer's next required action is to press DEAL, a yellow prompt will appear in the lower left corner of the dealer's display.



Active Player Prompt

Once all players have received their first two cards and any insurance situation has been resolved, a green flashing PLAY prompt will appear in the upper right corner of the active player display, indicating whose turn it is to play. The PLAY prompt will automatically advance to the next active player after each hand is completed, skipping any player with a Blackjack.

Dealer Buttons

The dealer controls the entire game with five buttons. Players indicate their intentions using standard Blackjack hand signals and the dealer presses the corresponding button.

- | | |
|--------|---|
| DEAL | Delivers the first two cards to all active players and the dealer, and is also used as a key button for other game functions. |
| HIT | Delivers one additional card and a new hand total. |
| STAND | Advances play to the next active player. |
| DOUBLE | Delivers a single card and advances play to the next active player. |
| SPLIT | Separates each card into a new hand and delivers one card to the first hand. |



Note:
Only one backup is available per hand.

Backing Up a Mistake

Insert the key in the shoe key lock and toggle left to OPTIONS. Select "Back Up" by pressing SPLIT. The player's display will show their original cards prior to the misdeal. When a misdealt card is removed it is burned and will not be available to the next hand.

Player Surrender

Remove the player's bet from the bet sensor and press the DEAL button. The surrendered player's cards remain on the player's display and a white, dotted border with the word "SURRENDERED" appears.



QUICK REFERENCE GUIDE **Surveillance**

Deal Prompt



Any time the dealer's next required action is to press DEAL, a yellow prompt appears in the lower left corner of the dealer's display.

Active Player Prompt



Once all players have received their first two cards and any insurance situation has been resolved, a green flashing PLAY prompt will appear in the upper right corner of the active player display, indicating whose turn it is to play. The PLAY prompt will automatically advance to the next active player after each hand is completed, skipping any player with a Blackjack.

Hand Outcome Borders

At the end of the round a border appears on each active player's display indicating the outcome.



WINNER
broken green border



NO WIN
solid red border



PUSH
dashed yellow border



SPLIT BORDER
same as regular borders



SURRENDER
dotted white border



BUST
solid red border



BLACKJACK
multicolored border



QUICK REFERENCE GUIDE

Surveillance

Bet/Insurance Circles

Each player's position has two bet areas: Main bets are placed in the yellow oblong circle. Insurance bets are placed in the gray circle directly above the Main bet area.

Player Displays

There are 6 player displays. Each individual player's display shows all cards dealt to the player, the active player's cards, and the dealer cards.

Shoe

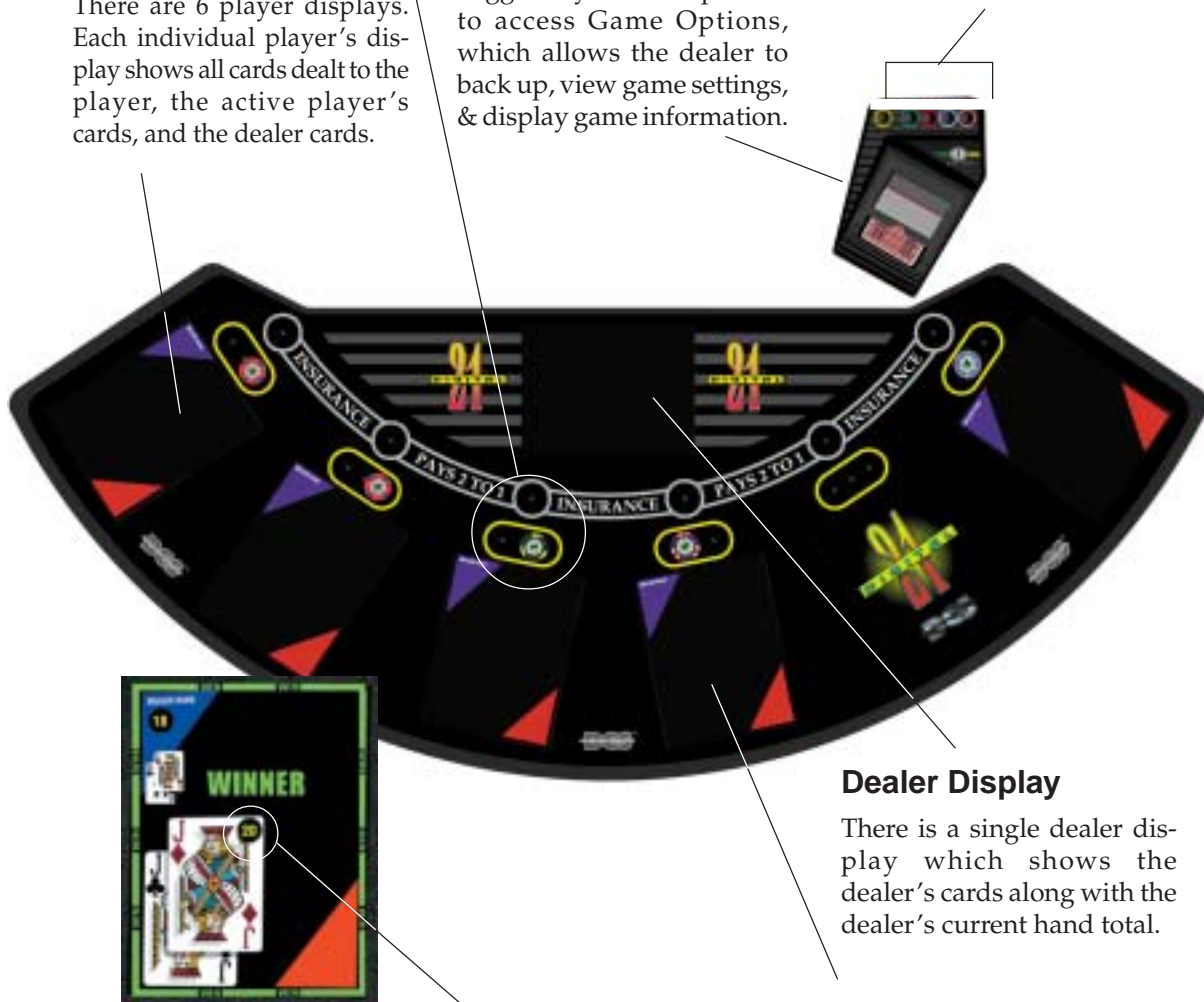
The shoe/shuffler display graphically shows the shuffling of the virtual cards, the cut card, the penetration level, and the cards as they are being dealt out of the shoe. The keylock is located on the back of the shoe. Toggle key left to "Options" to access Game Options, which allows the dealer to back up, view game settings, & display game information.

Suggested Strategy

The active player is given a suggested strategy: Hit, Stand, Double or Split. This feature is optional.

Dealer Buttons

The dealer controls the game with these five buttons: Deal, Split, Double, Stand and Hit.



Dealer Display

There is a single dealer display which shows the dealer's cards along with the dealer's current hand total.

Instant Outcome Recognition

At the end of each round, colored borders and messages instantly let the players, dealer, and house know each hand's outcome.

Automatic Totaling

The hand total for the players and the dealer are always displayed. The system informs the player of their current situation, such as: Insurance?, Blackjack!, or Winner.

Automatic Activation

When a bet is placed in the bet circle, the system will automatically go to an active display awaiting the deal. When no bet has been placed, or the game position is idle, the logo screen is displayed.

[illegible]

